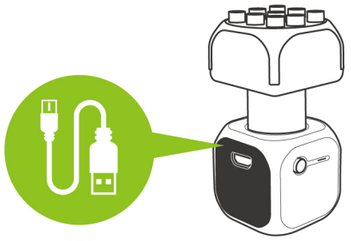
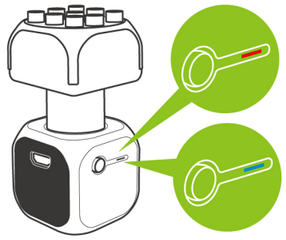
Charging and Functionality

• Charging

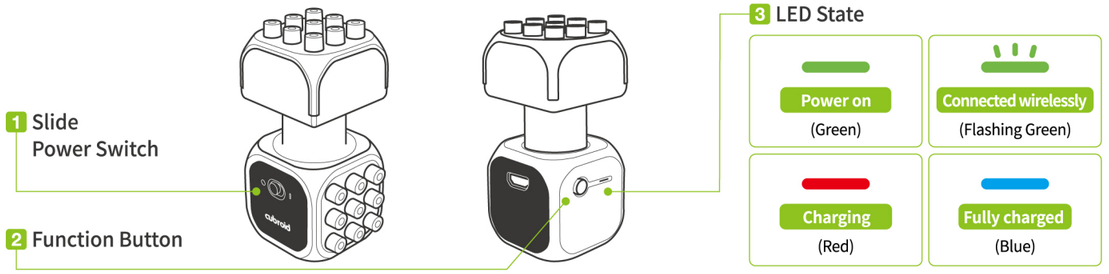


1 After connecting the USB cable to the USB charging adapter, plug them into the connection jack on the back of the module



2 When charging the module, the LED beside the function button will be red. When charging is complete, the light will turn blue.

• Functionality



How to Connect

• Smart devices

1 Install the App

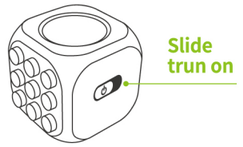
Download the Cubroid App from the Apple Store or the Google Play Store

Google play | Download on the App Store

2 Launch the Cubroid App

3 After turning on the Bluetooth of smartphone, place the module you would like to use in close proximity to your smartphone

4 After turning on the power of the module, after a moment the block will be automatically connected



5 The powered on module is now ready for use.

• Connecting to Scratch program

Download and install the Scratch program
scratch.mit.edu

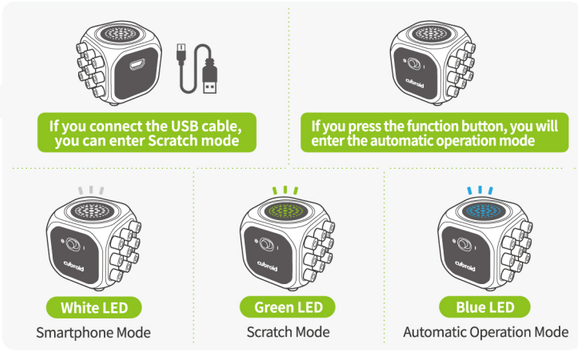
Download and install the driver and the Cubroid interlock program
www.cubroid.com

Begin using the Scratch program
If you go to www.cubroid.com the is more information on learning to code with Scratch

Block Functionality

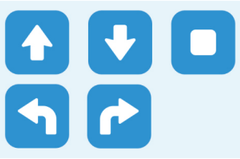
1 Master Block

Be expressive and code with a variety of colors.
Cubroid can be linked to the Scratch program when connected to a computer.



2 DC Motor Block

• Block with 360 degree rotation

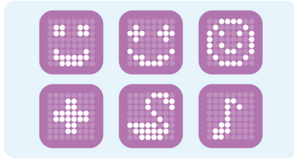


Go straight, reverse, stop, left turn, right turn coding commands

⚠ Forcefully turning the motor-head can cause issues.

Due to the mechanics of the DC Motor the speed of both blocks may differ slightly.

3 LED Block



Code and express various dotted imagery

• With 64 LED dots in total you can showcase many different illustrations

Block Functionality

4 Sound Block

• Block that can emit various sounds

• Using the commands, code and play various song

5 Proximity Sensor Block

Object detection within a 4~5cm range

• A block that detects the proximity of approaching objects

The range of detection may be altered by the color of the object.

• The actuator block operates based on the proximity (nearness) of detected objects.

6 Light and Touch Sensor Block

Light detection sensor and a touch button

• A block that detect the level of light it is exposed to
• A block that detects when the button is pressed

• The actuator block operates based on the intensity of light

• The actuator block operates based on the press of a button

FCC Warning Statement

FCC Part 15.19
This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

FCC Part 15.21
Any changes or modifications (including the antennas) to this device that are not expressly approved by the manufacturer may void the user's authority to operate the equipment.

FCC RF Radiation Exposure Statement:
This equipment complies with FCC RF Radiation exposure limits set forth for an uncontrolled environment.
This device and its antenna must not be co-located or operating in conjunction with any other antenna or transmitter.